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README.md



Play order is blight -> awake -> colony -> ASYLUM (spinoff) -> kludge -> L.Depth (spinoff). The SEQUEL games have the same protagonist and happen chronologically.

The games all require RPG Maker VX Ace's RTP to be installed on your computer. Get it here: <https://www.rpgmakerweb.com/run-time-package>

RJ193419 - SEQUEL blight v2.10 ENG 1.3.0 (Originally released 2017-03-01, last translation update 2021-06-21)

- <https://workupload.com/file/Gw97PEBG8y4>

Alt links (May or may not be an older version. You can update it yourself below):

- <https://ipfs.io/ipns/k51qzi5uqu5didx5zud8xaiskrhdznl7romv9laozvznag1blhx2kfg2tc6vz/DL/RJ193419%20-%20SEQUEL%20blight%20v2.10%20ENG%201.3.0.7z>
- <https://workupload.com/file/2jGg4gQVHmp>

Patch only (For if you want to update an older version of the translation; just replace all conflicting files in your game folder):

- ENG 1.3.0 https://mega.nz/file/xo5SCKBJ#k2qV0og_h-2i--rwK6eFz_rbYi6kj7C5Ubtv6h8QShE

RJ223237 - SEQUEL awake v1.10 ENG 1.1.0 (Originally released 2018-06-01, last translation update 2021-07-30)

- <https://workupload.com/file/8yRxEhv5Rc8>

Alt links (May or may not be an older version. you can update it yourself below):

- <https://ipfs.io/ipns/k51qzi5uqu5djd5zud8xaiskrhdznl7romv9lafozvznag1blhx2kfg2tc6vz/DL/RJ223237%20-%20SEQUEL%20awake%20v1.10%20ENG%201.1.0.7z>
- <https://workupload.com/file/mBkSdxDYzs2>
- <https://workupload.com/file/DDLUXZ7VAn6>

Patch only (For if you want to update an older version of the translation; just replace all conflicting files in your game folder):

- ENG 1.1.0 https://mega.nz/file/ohRgFD7A#PA_bsLDQPXgOeDTPnm4VZ1oreAS0Wz9jqgN1ieGrbec

RJ253732 - SEQUEL colony v2.02 ENG 1.1.0a (Originally released 2019-07-11, last translation update 2021-11-06)

- <https://workupload.com/file/bSzRXTTAmRE>

Alt links (May or may not be an older version. you can update it yourself below):

- <https://ipfs.io/ipns/k51qzi5uqu5djd5zud8xaiskrhdznl7romv9lafozvznag1blhx2kfg2tc6vz/DL/RJ253732%20-%20SEQUEL%20colony%20v2.02%20ENG%201.0.4b.7z>
- <https://workupload.com/file/yETATdudmRZ>

Patch only (For if you want to update an older version of the translation; just replace all conflicting files in your game folder):

- ENG 1.1.0a https://mega.nz/file/slhwYzQ#t2SfXhVd7DyDVrX-yAP_sNBdcbcbyd1Ss1V3DGkPjg

RJ289299 - ASYLUM v1.20 ENG 1.0.1 (spinoff to SEQUEL) (Originally released 2020-08-06, last translation update 2021-01-21)

- **HAS A FEMALE PROTAGONIST**
- <https://workupload.com/file/2Z7JTZKs85a>

Alt links (May or may not be an older version. you can update it yourself below):

- <https://ipfs.io/ipns/k51qzi5uqu5djd5zud8xaiskrhdznl7romv9lafozvznag1blhx2kfg2tc6vz/DL/RJ289299%20-%20ASYLUM%20v1.20%20ENG%20v1.0.1.7z>
- <https://workupload.com/file/LHXfhmgHV9e>

Patch only (For if you want to update an older version of the translation; just replace all conflicting files in your game folder):

- ENG 1.0.1 https://mega.nz/file/FghjjQTY#Fz7WvHHpGccY6wfpE3OodEbILBbOhw_AGUfUYCMAen8

RJ329602 - SEQUEL kludge v1.11 ENG 1.0.1 (Originally released 2021-08-10, last translation update 2022-01-24)

- <https://workupload.com/file/3jcbLSkYjJX>

Alt links (May or may not be an older version. you can update it yourself below):

- <https://workupload.com/file/cudkMass3Py>
- Untranslated v1.11: <https://workupload.com/file/ktrSCH9Y9sh>

Patch only (For if you want to update an older version of the translation; just replace all conflicting files in your game folder):

- ENG 1.0.1 https://mega.nz/file/Q5Yx0liL#1mqDCSVPWHrQ-_safwoZpRksQ_VUDjZUTUnLUgdXDsl

RJ373560 - L.Depth v1.02 ENG 1.0.0 (spinoff to SEQUEL) (Originally released 2022-05-01, last translation update 2022-07-11)

- **HAS A DIFFERENT MALE PROTAGONIST THAN SEQUEL**
- <https://workupload.com/file/JLXM7vaj58K>
- Untranslated v1.02: <https://workupload.com/file/PLuk2CRaNAZ>

Patch only (For if you want to update an older version of the translation; just follow the update notes in the manual):

- ENG 1.0.0 https://mega.nz/file/ZhRGWAha#YgOT6HN_TCID5HAu84ousoyicSDxZ796j4p8NiTqfK0

God bless sub-par for the translations. Check out his website for newer translation versions in case this bin stops being updated:
<https://subpartranslations.wordpress.com>

APRIL FOOLS' GAMES

TRANSLATED April Fools' Games up to 2022 (SI-KUERU aweiku, Sico (SEQCs), Asylurum, SI-KUERU aweiku 2)

- Courtesy of anon, this package has some extras:
- "Inside ASYL/URUM is a text file with basically all the info from the jp wiki compiled in a nice table and list in english of course, as well as a savefile right before getting the 150000 ending. I should've used my savefile from the start of day 15 instead of the end so you could decide how much to sell and which ending to get but hindsight's 50/50..."

- "Inside Sico is a hacked save at the beginning but with all 8 party members obtained at level 20 and with the best equips sans panties, for those who don't feel like grinding"
- "aweiku 2 has clear data with 0 uulas exploded, none for aweiku 1 because there's nothing new in the clear data room"
- <https://mega.nz/file/QJIX1YaR#yrWCxu-6lzhSDgb2IPtoT3xBLVM3w1A9-5VaYz0mA>

Untranslated April Fools' Games up to 2021 (SI-KUERU aweiku, Sico, Asylurum, SI-KUERU aweiku 2)

- **YOU MAY NEED JAPANESE LOCALE**
- <https://workupload.com/file/SPyFHpKapb9>
- Untranslated SI-KUERU aweiku 2: <https://workupload.com/file/5eC7JVFbvNg>
- There was no April Fools' game in 2022. Sad.

PATCHES

Fullscreen++ patches allow you to increase the window's default resolution.

Direct download links to all patches can also be found here: <https://gitgud.io/SEQUELGOD/sequel-bin/-/tree/master/Patches>

Fullscreen++ patch for blight (updated for blight ENG 1.3.0)

- <https://workupload.com/file/DdCMy86GaZJ>

Fullscreen++ patch for awake (updated for awake ENG 1.1.0)

- <https://workupload.com/file/4TWutLJGU4M>

Fullscreen++ patch for colony (updated for colony ENG 1.1.0a)

- <https://workupload.com/file/gu9FrbQmGCg>

Fullscreen++ patch for ASYLUM v1.20 (updated for translation version 1.0.1)

- <https://workupload.com/file/RC66YkZ6b26>

Fullscreen++ patch for kludge (updated for kludge ENG 1.0.1)

- <https://workupload.com/file/eyvLfVDvnAW>

SEQUEL blight+ Patch v1.1.7. This is a fanmade patch that adds many quality-of-life features to the game to make it more in line with later entries. This includes having access to the skill trees of all unlocked classes at any time, diagonal movement, vivid mana seeds for leveling, reminiscing about conversation events in the memory spaces, being able to craft all the drops from the incarnations of mana, view/skip for all scenes, and more. Also includes the Fullscreen++ patch.

- <https://workupload.com/file/uNwTuTRPj44>

(Experimental) Patch for SEQUEL awake that allows you to take Kuruha out of the party leader spot. Also includes the Fullscreen++ patch and a diagonal movement patch. Use with caution, backup your saves before using, yadda yadda

- Updated for awake 1.1.0 <https://workupload.com/file/CCjuJXdgrEq>
- Old version for 1.0.2c <https://workupload.com/file/72AEBegSkbL>

TIPS

- Press F5 while playing for a dialogue log.
- Press F1 to see the RPG Maker options menu.
- Press F12 to soft reset the game back to the title screen.
- Press the A key to read item descriptions.
- You can use a controller to play.
- The top of the Events menu tells you where to go next for the story.
- The game isn't over after you beat the main story. There's ALWAYS more. SEQUEL blight and SEQUEL colony in particular have entire chapters only accessible in the postgame (see their sections below).

As of May 2022, there is an English wiki for the series: https://leafgeometry.miraheze.org/wiki/Main_Page

If you are stuck or are looking for secrets/events, there's also a Japanese wiki for each game. The wikis are very easy to page-translate using a browser plug-in.

- <https://sequelblight.withwiki.net/>
- <https://sequelawake.playing.wiki/>
- https://sanpingame.x.fc2.com/doujin/sequel_colony/
- <https://sanpingame.x.fc2.com/doujin/asylum/>

- https://sanpingame.x.fc2.com/doujin/sequel_kludge/
- https://sanpingame.x.fc2.com/doujin/l_depth/
- Believe it or not, there's a wiki for Asylurum (2020's April Fools' game) too: <https://sanpingame.x.fc2.com/doujin/aulum41/>

SEQUEL blight



In addition to the information listed on this page, read the manual.pdf that is included with the game as of ENG 1.3.0's release.

EXTRA CLASS LOCATIONS

1. **ALCHEMIST:** In Windswept Village's basement dungeon, there's an area that detours into a cave. The Alchemist will be here and have an event for you. Come back to him later with the collectable item he asks for.
 2. **DARK LORD:** In the Prison of Losers, speak to the man behind bars that you'll find as you progress through the area. The demon with the key to the cell is in the same area as the twin magician boss (he'll be sleeping if you found the demon before getting the event).
 3. **QUEEN:** You'll probably get this one as the story progresses. After escaping from the Prison of Losers, you'll end up at the Castle of Solitude. Complete this area to unlock Queen.
 4. **MECHANIC:** In the City of Iron she'll be in plain sight in one of the first rooms you enter. You need to give her a Salt Water; there's one in Harsh Outcrops if you go south of the transfer sword, then southwest of the guardian. Otherwise, you can get them in Sea of Tears, a sub-area of the Saltjail.
 5. **BATTELMAGE:** Gain access to the Saltjail south of the Harsh Outcrops transfer sword by doing some events in Miruess HQ as you progress through the story. The Crystal Settlement is accessible from the Saltjail, and the Battlemage will be there. Complete her event by progressing through the area.
 6. **VALKYRIE:** West of Harsh Outcrops transfer sword in Eastern Vaeltria is the Howling Forest. Explore this area and you'll find the Ancient Wolf's Tree. The Valkyrie is in there.
 7. **NIGHTMARE:** At the bottom of the giant hole below Cadena's Mansion, check the path on the left side of the very bottom. This path also leads to the Corpse Pile.
 8. **STRIPPER:** Complete Kali the stripper's event (Event 58) at Aurum Base. She'll be in Aurum Company's basement shop in the postgame. Speak to her after purchasing your own home, she'll move into it. Complete her next event by giving String Panties to Rabi, Uula, Nyx and Tirma, purchasable at the Aurum Company's basement shop after collecting all the Pink Cards. There's a guide on Pink Card locations, as well as how to farm money below.
 9. **JOKER:** Unlockable in the postgame chapter in Palgadol. You'll probably find this as you progress through the main story of this chapter. She's somewhere in the dungeon underneath the house in Hidden Village Ashvale. This is the only class that can dual wield weapons.
- **ALL CLASS SKILLS AND SKILL TREES IN HIGH DETAIL** (Thank you, anon): It's at the top, alternatively [https://gitgud.io/SEQUELGOD/sequel-bin/-/blob/master/SEQUEL - Blight Classes Stats Skills.txt](https://gitgud.io/SEQUELGOD/sequel-bin/-/blob/master/SEQUEL_-_Blight_Classes_Stats_Skills.txt) Old pastebin link was <https://pastebin.com/AtASnd8a>
 - **SKILL SIMULATOR:** https://sanpingame.x.fc2.com/doujin/sequel_blight/skill_simu.html

GUARDIAN LOCATIONS

1. **Vaelryur:** North Vaeltria Plains, if you leave Haven and follow the path, there will be vines on the cliffside you pass that you can climb. The guardian is up there.
2. **Flamesea Wyrms:** Blazing Cave. Pretty hard to miss as you progress through the area.
3. **Enigmatic Monument:** Harsh Outcrops, head south from the transfer sword.
4. **Iron Machine:** City of Iron, hard to miss as you progress through the area.
5. **Saltwater Ooze:** Sea of Tears, progress through the area to find it. There's a shortcut that you can open up that's east of the transfer sword (it's a small cave to the right of the stairs up to Saltjail). The shortcut leads straight to the guardian once you open it.
6. **Raincloud Wraith:** Stormy Plateau, progress through the area. It's in the area before the transfer sword, so it may be faster to come from the Stitchriver transfer sword instead.
7. **That thing:** Dense Forest, backtrack south from the transfer sword.
8. **Dark Wolf of the Snow-Plains:** Snow-Plains, climb the vine to the left of the transfer sword.
9. **Cold Shade:** Freezing Mountain, use the shortcut door to the southwest of the transfer sword and head down the stairs. Progress through the area, it's in a separate section on the north end in this area.
10. **Mass Murderer of the Sands:** Scorching Dunes, head north and a little west of the transfer sword. It's basically in the center of this area of the desert. (renamed to Sandsea Slaughterer in ENG 1.3.0)
11. **Gear Vestige:** Ancient Era's Town, southern area.
12. **Undying Giant Statue:** Ruin Depths, if you use the elevator from Arctar Ruins to this area, it's straight south down the stairs from the elevator.
13. **Oathsworn Shinigami:** Zikdalla, at the end of the main path through the area. Check for vines to climb up. (renamed to Oathsworn Reaper in ENG 1.3.0)

14. **Barbarian Berserker:** Estai Wetlands, head east from the transfer sword, up the stairs, follow the eastern wall around. It's on the northern end.
15. **Succubus of Brion:** Dea Brion, check the door in the center of the main hall. THIS GUARDIAN ALSO HAS A SCENE FOR LOSING TO IT.

RECIPE LOCATIONS

1. **Slashing Recipe I:** Castle of Solitude, 2F.
2. **Slashing Recipe II:** Old Military Base, go south from Miruess Army HQ and check the southwest corner.
3. **Slashing Recipe III:** Ancient Wolf's Tree, enter the area and go west.
4. **Slashing Recipe IV:** Miruess Army HQ, behind the Gold Key door.
5. **Piercing Recipe I:** Prison of Losers, inside the Dark Lord's cell after you open it.
6. **Piercing Recipe II:** Howling Forest, west of Harsh Outcrops transfer sword, keep heading west in the area. It's near the shortcut that opens up to eastern Haven.
7. **Piercing Recipe III:** Cadena's Mansion, Event 40, in a chest.
8. **Piercing Recipe IV:** Aurum Base, complete Event 59.
9. **Bludgeoning Recipe I:** Great Arena, on a bookshelf.
10. **Bludgeoning Recipe II:** Labor Facility, in the center of the area.
11. **Bludgeoning Recipe III:** Snow-Plains, head west from the transfer sword to the area transition. This area leads to a dead-end on the northeast end that has the recipe in a chest.
12. **Bludgeoning Recipe IV:** Connecting Spire, 1F (renamed to Binding Spire in ENG 1.3.0).
13. **Sorcery Recipe I:** Arctar Wasteland, in a chest down the stairs in the building to the northwest of the transfer sword.
14. **Sorcery Recipe II:** Crystal Settlement.
15. **Sorcery Recipe III:** Dense Forest, you'll have to backtrack a long way from the transfer sword, then it's on the northern end of one of the areas on some bones.
16. **Sorcery Recipe IV:** Sunlamp, complete Event 60. Protip: just look behind the bookshelf.
17. **Alchemy Recipe I:** Windswept Village, complete Event 8.
18. **Alchemy Recipe II:** Abandoned Facility, go down the stairs on the southeastern side of the big area from the start of the game, then head east at the fork.
19. **Alchemy Recipe III:** Miruess Army HQ, complete Event 24 (the Junk collection one). If you need more Junk, trade Mana Remnants to the woman in Haven's Inn, she has a chance of giving you Junk every time you trade with her.

This section only exists because the game takes away your recipes in NG+. Thanks hakika.

MANA VESSELS

1. Pretty gives you one after beating the main story and speaking to her.
2. In a chest in World Bulwark that's obtainable after using the switch on the wall to change the elevators to blue.
3. Reward from Event 71 in the Ruin Depths on the west side of Scorching Desert (There's an event chain to access Arctar Ruins and Ruin Depths, involving Events 51 and 52).
4. From Lione in Zikdalla (requires completing the Connecting Spire (renamed to Binding Spire in ENG 1.3.0), part of Event 70).

POSTGAME CHAPTER IN PALGADOL

Requires completion of Event 41 in Bewitching Flower Garden. To start the postgame chapter, read Chemica's request that she leaves on the sign outside of Rabi's house. After following the request and completing the story events of the Mansion Cellar's last floor, head to the plaza in western Haven and check the statue (it should have a blue arrow on it).

SCENE RELATED

- To unlock some scenes in SEQUEL blight, you'll need to gift the characters certain items. These items will become available as you collect Pink Cards throughout the game. They are bought in a secret shop that opens up in the top left of Aurum Company's first floor in Haven after you collect one Pink Card. This shop also has another requirement for opening: you need to get the first "spend a lot of money at Aurum Company's main store" achievement, called Repeat Customer. This is unlocked by spending 10000 AG total at the equipment and item store in Aurum Company (not the synthesis store).
- **PINK CARDS:**
 - Reward from Event 58 (in Aurum Base).
 - Chest in Chemica's room in the Mana Laboratory.
 - Gold Key door in one of the southwest rooms of Miruess Army HQ (You get the Gold Key in Chapter 6).
 - Purchased with 200 RC in the arena entrance on the right (there's a shady guy).
 - In Fake-Rabi's room in your house (you'll probably get this one early if you're doing Fake-Rabi's events since it drops you in his room after one of his scenes).
- **THE FOIL PINK CARD QUEST:** You get this quest from the shady guy after you buy the Pink Card from him. The order of operation is: Trooper on roof in Haven, cafeteria lady in Miruess HQ, blue flower in the basement in Rainy Reiwano, woman in front of the Windswept Village basement entrance past the elder, one of the girls in Aurum Base in the room on the left. Then you talk to the shadow guy in the shop underneath Aurum Company in Haven. Completing this quest doesn't give you any item at all; instead, it unlocks the second set of Stripper scenes for all the girls.
- **RABI'S PANTIES:** Required for one scene, as you may have noticed from the Memory Space hints. Obtainable in Haven; fight the Training Chickener for a bit. After the battle, Rabi will exclaim that she's tired if you fought with it for long enough. After she says this, go to the laundry room in Rabi's house and check the laundry bins.

- **MAGICAL PUPPETS:** Required for scenes. Obtainable from Fear Owls in Cadena's Mansion, with a drop rate of 1/20. You can also farm them from Scarescreams in the Ruin Depths of Northern Vaeltria in the postgame, with a drop rate of 1/30. They're not that hard to get, and you'll only need two of them. If you want to get them easily, bring someone with Alchemist's Analysis skill unlocked; it doubles drop rates.
- **SUCCUBUS MEDICINE:** They drop from succubi, duh. Drops from Nymphomata in Saltjail with a 1/20 chance, or Alvarmete in Eternal Land with a 1/8 chance. Again, use Alchemist's Analysis skill and they'll be easy to get.
- **SUCCUBUS MONSTER SCENE 1:** This is definitely the most hidden scene in the entire game. Go to the computer room at the last floor of Mansion Cellar in the postgame and examine the unique machine with rainbow-colored buttons on the left side of the room. This will open up a locked capsule on one of the previous floors (B3, on the west side). Examine the now-opened capsule to view the scene.

FAVORITE GIFTS

► CLICK ME FOR CHART

To raise favorability quickly, I suggest you farm Lovely Stones from the gathering point in western Haven (the one that gives poop and bugs most of the time). They're easily farmable by using Alchemist's Long Vigil skill. Lovely Stones give 3 favorability to the recipient, no matter who it is.

- If you're wondering where to get Fluffy Blankets, Hobby Construction Kits, and Cloudy White Liquid, they're exclusively from enemy drops. Just check your monster log and you'll be fine. Fluffy Blankets drop from sheep enemies, Hobby Construction Kits rarely drop from one enemy in Sea of Tears, and Cloudy White Liquids drop from Murder Maiden enemies and their equivalents.

Grind EXP/reincarnations

- Get to Connecting Spire **(renamed to Binding Spire in ENG 1.3.0)** in the postgame by doing Lione's request. The Connecting Spire is to the east of Crystal Settlement's transfer sword.
- As you climb the right side of the tower you'll find a switch, and this switch opens a room to the south of Connecting Spire's transfer sword that contains nothing but Chickeners.
- The easiest way to kill Chickeners is to respec your characters to be two Queens with Emboldening Command and two Assassins with Search Shot, as well as Mechanic's EXP boost passives on everyone. You may still have trouble killing Rare Chickeners before your first reincarnation; try to get a strong 2H Bow for both Assassins, and unlock Striker's ATK passives and Assassin's crit chance passives on them. If you're too weak to kill Rare Chickeners, Emboldening Command combined with Royal Bind, and then followed by a DEF-ignoring attack on the next turn like Warrior's Breakdust skill or Striker's Striking Blow skill will allow you to kill them no matter your level.
- Always run away from battles that only have regular Chickeners since they're a waste of time to kill.
- It takes approximately 110 Rare Chickeners (around 7.6 million EXP) to reach level 99 once, but this process won't take you very long if you approach it the right way. Personally it took around 40 minutes per reincarnation once I had the method down, and the first trek to 99 takes the longest.

Grind AG (money)

- You can rake in cash by farming Sparkling Mana and Strong Mana from all the regular enemies in Mansion Cellar, these Mana items sell for a lot of money. This is a good option if you're not that strong. Make sure you bring someone with Alchemist's Analysis skill unlocked, as it doubles drop rates. This is also the best way to farm Mana Remnants required for crafting Mana-calling Seeds.
- Become strong enough to completely autobattle the third arena level at Great Arena (you may need to be level 99 with a reincarnation or two). The third arena level unlocks from killing the Oathsworn Shinigami guardian in Zikdalla **(renamed to Oathsworn Reaper in ENG 1.3.0)**. Continuously fight the third arena battle, getting 100RC per clear. Buy lots of 30RC weapons from the arena's shop and sell them at Aurum Company in Haven. You'll be rolling in money after selling enough of them.
- Another way to get money is the Aurum Maid in the house that you purchase in the postgame; you can send her away to collect money. She'll come back after a certain number of battles cleared.
- Finally, all the good stuff dropped from the Incarnations of Mana sells for tons of cash; Ancient Mana in particular sells for 5000 AG each, and you're guaranteed to get one from every victory.

ALTAR OF REINCARNATION

Located in Eternal Land if you head west from the entrance. This is where you perform reincarnations, which drop your level back to 1 but give you +1000 HP, +50 SP and +100 all stats. Additionally, you can go to New Game+ using this altar. SEQUEL blight is the only game in the series to have a special and optional difficulty available for New Game+ called Terrifying Difficulty, where every encounter is balanced around being level 99 with 3 reincarnations. Good luck in the postgame of this difficulty; you're gonna need it.

MARRIAGE DIALOGUE LOCATIONS

The Stone of Happiness required to make the Ring of Promise is obtained from the arena shop, it's the 1000 RC special prize.

1. Cloudless Mountain
2. Stinky Swamp
3. Great Arena (north where the transfer sword used to be)
4. Stormy Plateau
5. City of Iron
6. Cliffs of Rejection, inside the cabin (Warping to Freezing Mountain and going south is the quickest way there)
7. Ancient Era's Town (southern area)

MARRYING FAKE-RABI

Fake-Rabi is a secret marriage choice in blight. It's pretty simple to meet the requirements to marry him at the end of the game. However, it is technically missable. If you miss your chance, I suggest just running through New Game+ to do it.

- Have your first encounter with Fake-Rabi in Haven's Inn in Chapter 1. This means that you must speak with Fake-Rabi at least once before you defeat the Impure King boss in Stinky Swamp. You do not have to complete Event 4 (Enemy of the Cats) before defeating the Impure King, but I suggest doing so anyway since it's very easy.
- After every Chapter (including Chapter 1), choose to talk to him instead of any of the girls.
- Complete all of his events, starting with Event 4 (Enemy of the Cats). If you walk south of Windswept Village, the Cat Plaza is directly west. Afterwards, Fake-Rabi's events are all very simple and only require you to speak with him in Haven. To be specific, they are Events 4, 14, 23, 35, 46, and 57. You must complete these events before the obvious point of no return at the end of Chapter 6. He has more events after finishing the game too, but those aren't important for marrying him.

If you've been speaking with him after every chapter, Fake-Rabi himself will tell you what to do next after choosing him at the end of Chapter 5. The exact details are enclosed:

► SPOILER

SEQUEL awake



PINK CARD

You get the Pink Card after giving enough Junk to your Aurum Maid. If you need more Junk, check Bottomless Gramtoa in the postgame. On the first floor of it (Great Pit's Entrance), head west through the shortcut door then go southwest. There's a chest with Junk in it that will respawn when you escape the dungeon and re-enter.

How do I raise the relationship points of someone that requires Passion at the start?

Give them Cloudy White Liquid or an Extreme Book. You'll need to do this for Nazuna, Clar and Maria. Nazuna in particular requires a Cloudy White Liquid, which you get randomly from other party members after choosing Milk me please.

FAVORITE GIFTS

► CLICK ME FOR CHART

Favorite crafted items boost favorability by 15, favorite Pink Card shop items boost passion by 10. You can craft a lot of Bouquets and Assorted Confections if you want; They will boost favorability by 8 for most of the party members if they're not a favorite item already. Here's a text summary of favorite gifts if the image doesn't load:

1. **Kuruha:** Bouquet, Foldy-Fold Hole, Succubus Medicine
2. **Pirila:** Barbarian-style Grilled Fish, Lubricant, Vigor Tonic
3. **Nazuna:** Bouquet, Foldy-Fold Hole, Vigor Tonic, Extreme Book
4. **Lec:** Assorted Confections, Vigor Tonic, Succubus Medicine
5. **Alma:** High-Calorie Meal, Sturdy Rod, Foldy-Fold Hole, Vigor Tonic
6. **Nosh:** Dazzling Accessory, Sturdy Rod, Succubus Medicine
7. **Clar:** Fascinating Tome, Linked Spheres, Lubricant, Extreme Book
8. **Yanie:** Bouquet, Sturdy Rod, Foldy-Fold Hole, Linked Spheres, Vigor Tonic, Cloudy White Liquid
9. **Sheila:** Carved Figurine, Lubricant, Succubus Medicine
10. **Maria:** Assorted Confections, Foldy-Fold Hole, Vigor Tonic
11. **Sheena:** Bouquet, Succubus Medicine, Extreme Book

Original full gift chart from the wiki (untranslated) is here if you're interested:
<https://sequelawake.playing.wiki/d/%b5%f2%c5%c0%b8%f2%ce%ae>

GUARDIAN LOCATIONS

1. **Plateau Gaur:** Verenk Plateau, at north from Matlor Village.
2. **Bubble Misfa:** Beach of Eternal Night. Pretty hard to miss since you're bound to see it as you progress through the area.
3. **Red Snake Princess:** Snake-Women's Burrow. Climb down the vines at southwest from the transfer sword and walk to the right.
4. **Faux Crystal:** Dazzling Cave, right at the entrance to the cave in the Path of Blessings.
5. **Wind Blademaster:** Valley of Training, as a part of an optional event with Sheila and Yanie.
6. **Andelan's Ghost:** Andelan's Graveyard. Proceed through the area normally as a part of Event 21, the Guardian is at the end.
7. **Barbarian Slayer:** Land of Pride. Proceed normally, you'll see it on your way to the southeast from the entrance.
8. **Rotbug of Frost:** Frozen Tower's basement. Access is gained after the events at Spirits' Archive.
9. **Head Collector:** Garden of Illusions in White Valley Kialanhel. Entering from the Frozen Tower, just go all the way to the southeast.

- 10. **Butterfly of Ill Omen:** Pond of Ayakashi, southeast from the transfer sword.
- 11. **Dark Iron Statue:** Shrine of Fire and Water, go through the Place of Endings at the north end of Moul Village during postgame.
- 12. **Aennulus:** Pier, in New Zikdalla at the bottom of the Dark Ruins. Go north from the transfer sword, follow the path and you'll reach it.
You'll have to fight this guy a LOT for Surging Masses of Mana.
- 13. **Dark Artist:** Underworld, east from the transfer sword.
- 14. **Ravinach's Descendant:** At the top of the Squirming Tower, which is south of the Bottom of the Underworld's transfer sword.
Squirming Tower's transfer sword places you right next to the guardian, just walk down the stairs on the right.
- 15. **Scalnaeda's Descendant:** Shucal's Unknown City beyond the Predator's Nest. Go to the transfer sword, enter the shrine and interact with the skull.

Event 56, 57 and 58 (Evil Bunny Questline)

- Check the bush at the northwest side of the Remote Hideaway as you progress through the postgame. You'll be able to destroy the bush and proceed to a cabin that houses monsters similar to the ones that have scenes for losing to them.
- The bed inside the cabin is for Event 57 and 58. A note on the bed will tell you to find bunnies across Palgadol, and their locations are: Olad's Ghost Town at the bottom right corner, Raevin's City of the Dead to the east of the transfer sword, Shucal's Stoneheap at the very top, and New Zikdalla's Unseen Path at the bottom left corner of the area.
- After this, you'll be able to access the area that houses Event 58 from the aforementioned bed. One other thing, there's a secret as you progress through Event 58's area that unlocks one scene; when you reach the mummies and the red button, look for a tile on the ground that sticks out for the location of a secret passage.

How do I beat the Evil Bunny?

It's a puzzle fight, and it's actually pretty simple to figure out on your own since you just need to survive for 8 turns. The SEQUEL awake wiki has a guide for it, but I can put the solution in spoilers here too.

► Evil Bunny spoilers

Grind EXP/reincarnations

Complete the main story and unlock the Chickener nest in the Soul Arts School. Yanie has a skill that is tailor-made to hunt Chickeners called Chickener Hunt. You can also use Lec's skill that makes a party member act the fastest in the same party; combine this fact with Pirila with her DEF-ignoring attack skills or Sheila with her multi-hit spear thrust skill. It takes a bit longer to farm reincarnations in this game because you can't kill Chickeners en-masse very easily like in blight or colony.

SEQUEL colony



PINK CARD

You get the Pink Card by progressing with the story until Solte has an event in Cape Clinic (Event 30). Make sure you save her as part of Event 17 (this event involves your party finding Solte in the Land of Shelter, which is south of Underground Forest). When you get Event 30, check the basement of the clinic.

FAVORITE GIFTS

► CLICK ME FOR CHART

An easy way to raise favorability in this game is to just spam Hang out together. You'll get 3 favorability each time. The same methodology works for raising passion as well.

Where is Faltoga for event 31?

Progress through the story and you'll reach an area called Cursed Port. Explore it until you find the entrance to Underground Forest from here.

POSTGAME CHAPTER

After beating the game, complete event 42 by heading to the lighthouse in Schisma Nor. Afterwards, check the beach in Pest Ward where the game first started.

- **"Where is *postgame spoiler for event 49?*"**: Rotten Melbe. This event is part of a chain of events that unlock the postgame chapter.

Grind EXP/reincarnations

Complete the main story and unlock the Chickener nest in the Fae Village. Auris has two skills that are important for hunting Chickeners; a passive that gives her 1000% AGI on the first turn of a battle, and a skill that binds enemies and nullifies their evasion for two turns. These two skills make hunting Chickeners trivial. Additionally, there's an accessory that doubles enemy drop rates called the Obtainer, it's

located in the first floor of Saxa's dungeon so it's very easy to get. This makes farming reincarnations even faster because every Chickener will be guaranteed to drop a Vivid Mana Seed, no matter the kind. Go slaughter those chickens.

Trau's Brand

After defeating the boss at the end of Schisma Ess in the postgame, head to Schisma Zet: Trau's Cemetery Outskirts and go west of the transfer sword. Trau's Brand will be next to the guardian there. This Brand is simply incredible because of its unique weapon skill, Hymn of Pests, which gives +50% ATK and MAT to your entire party for 4 turns.

Deep Brandstones

Reach the part of Saxa's Dungeon called Vampire's Castle in the postgame. The enemies here drop Deep Brandstones. Additionally, there's a chest southwest of the transfer sword through the opened shortcut door that is guaranteed to have a Deep Brandstone in it, and it respawns every time you escape from the dungeon, re-enter and teleport back. I believe farming this chest is much faster than killing the enemies for Deep Brandstones, but it is also way more monotonous. It's up to you.

ASYLUM



FULL MAP

► CLICK ME

I beat Temperuant and Huma's Distortions. Where do I go now? (Story Progress)

Go down the stairs in Piercing Crag. There's another region down there, Indashal the ice region. The exact path to it is southwest of the Piercing Crag: Lower lamp (going southeast past the boss brings you to Flesh-eating Village).

Hidden Door in Albus's Tower Basement? (Story Progress)

It's to the northeast of the Albus's Tower: Basement lamp. It is not the corpse with the Check icon above it, as one would assume. That corpse is for a postgame area.

Event 26 and 27? Ino's Red Feather?

Die to The Bringer in Albus's Tower on the path towards Huma (this is really cryptic, don't ask). You'll get Ino's Red Feather afterwards. Take it to the monument in White Town: Outskirts, it'll teleport you to Dim Forest. Event 26 is in Dim Forest, Event 27 is in White Town.

Events 15, 16, 18, 19, 38 and 39

You'll need to be playing on Normal Mode to complete some of these events, namely events 15 and 38. Bosses don't drop anything in Story Mode, and some treasure chest-like boss items are required for event completion.

1. Event 15 is in Karitas: Aquapolis Crown if you take the north path at the three-way fork past the starting Lamp. Just bring him the item from the boss that's ahead of him.
2. He'll move to the start of Transient Garden, where he'll give you Event 16. The "nice view" can be found by heading far north/northeast from him, up the cliffs. If you reach Argental, you went the wrong way. The reward for Event 16 is a Strange Meat.
3. In Patienties: Green Old Castle, there's a Kokototo that gives you Event 18, it's pretty simple. Just kill the boss of the area. After completing it, you'll be given Event 19. The choice is pretty important: one of the choices gives you an accessory that increases EXP gain by 10%, but locks you out of the reward for Event 39. Keep that in mind when making a choice.
4. Event 38 is in Karitas: Cemetery of Desire (past Argental: Cape, just go south from where the Distortion was, southwest when you enter the cave, then follow the path and go down the elevator). Cemetery of Desire's front entrance will be blocked if you don't have Event 34 from the Merchant (unlocked from story progress). Anyway, Event 38 is found next to the Cemetery of Desire: Caves lamp. Just bring the monster the item from the boss, just like his first event. The correct combination for the room past the monster with 5 doors is 5 4 3 2 1 (just go in the doors in order from right to left). There's also a hidden room to access if you enter the middle door (door 3) six times in a row, it'll send you to the bottom room every time when you're going for this one so it can take a little while.
5. After completing Event 38, you'll get Event 39. This one requires completion of Events 18 and 19 beforehand. The monster is located in Patienties: Purga's Deathland, in the area right before the one that Lars sets the ladder down in during the main story. If you were a good person to the Kokototo in the aforementioned events, you'll receive an accessory that reduces your chance of being targeted by single-target attacks by 75%. If you weren't a good person, you get nothing. Either way, Event 39 is completed.

ROUTES (Spoiler Tagged)

Yes, there are multiple endings in this game. They all diverge at one critical point in the story, so don't fret about messing up during normal gameplay.

- Route A
- Route B

► Route C

TRACES OF THE STAR DRAGON (Required for access to the postgame area)

1. **Amilitae:** Kalemuseom. You need to purposefully die to The Bringer in the basement of Albus's Tower on the path towards Huma. You'll find Ino's Red Feather after dying. Take it to the monument at the top of Albus's Tower where the Distortion was. Proceed through Kalemuseom, it's past the boss.
2. **Karitas:** Aquapolis Crown: Cave, to the right of the birdcage that leads to Gusty Tranquillita.
3. **Castiita:** Requires the Key to All. Shenith Refuge, past the boss of the area. You need to light a torch in the two towers, then go to the basement of the second tower. To reach Shenith Refuge, go south of Shenith Plains to Corpse Grove. Then it's a straight path to Shenith Refuge.
4. **Patienties:** Green Old Castle, top of the left tower.
5. **Temperuant:** Gusty Tranquillita, you'll see it at the start of the area. Just get it by exploring the area.
6. **Huma:** Requires the Key to All. Idea's Ghost City, past the boss of the area. When the demons ask to open the boxes, say Open. To reach Idea's Ghost City, go through Huma Metropolis: Alley which can be found southwest of the very first Lamp in Huma Metropolis. Additionally, you can go through the Huma Pure Water Center, which is near the Alley's entrance. Both paths connect to Gemi-Domus, which leads to Idea's Ghost City.
7. **Indashal:** Stargazing Mansion. You'll need Event 31 to interact with the mansion's door, which is given by a devil that's far southeast of the Stargazing Mansion in Mining Village Raveol (from the front door of the mansion: head east, south, then southeast. The devil is sitting on the edge of a cliff if you missed him earlier). Password for the front door is 2, that's all you need to get it.

STRANGE MEAT

1. Gifted by the monster from Event 15 and 16. Event 15 is in Aquapolis Crown if you take the north path at the three-way fork past the starting Lamp. Just bring him the item from the boss. He'll move to the start of Transient Garden, where he'll give you Event 16. The "nice view" can be found by heading far north. If you reach Argental, you went the wrong way. The reward for Event 16 is the Strange Meat.
2. The Traveling Merchant sells one. He starts in Shenith Plains (in the center), moves to White Town: Ashlands (in the center of some cliffs), and then stays at Thawing Plateau for the rest of the game (go south from the first Lamp, he'll be in the cave)
3. Shenith Refuge, in a chest next to the Second Tower's Lamp.
4. Shrine of Flies, past the boss (this boss is hard). If you can't access this area, explore Flesh-eating Village more, you'll get Event 41.

You need to eat at least one meat to be able to use the 7 Traces of the Star Dragon on the corpse in Albus's Tower basement (need 7 Sindeed, to be precise). Feeding a meat to Coldens for Event 37 will still give you 1 Sindeed.

STONES OF SIN

1. **Amilitae:** Albus's Tower, White Town
2. **Karitas:** Sea's Way, Argental, Cemetery of Desire
3. **Castiita:** Gaol of Depravity
4. **Patienties:** Woodland Ruins, Putrefied Graveyard, Purga's Deathland
5. **Temperuant:** Gusty Tranquillita, Flesh-eating Village
6. **Huma:** Huma Pure Water Center, Idea's Ghost City
7. **Indashal:** Immortal Graveyard, Purga's Birthplace
8. **Adolatio:** Albus Land of Exile

The Traveling Merchant that's in Shenith Plains also sells one. After speaking with him, he moves to White Town: Ashlands (only accessible with Ino's Red Feather) and then he'll move to and stay at Thawing Plateau for the remainder of the playthrough.

If you want their absolute exact locations, then look at the individual area maps on the ASYLUM wiki and look for 罪の石.

<https://sanpingame.x.fc2.com/doujin/asylum/map.html>

In NG+, there are a lot of Stones of Sin in Purga's Border and Albus's Tower, which makes maxing out your familiars trivial. Any extras you find after that point are converted into 1000 Mana automatically.

Postgame is too hard!

Grind Aryaum Mirage Grotto (Aryaum Minisquare). The Aryaum's Jewel accessory for Malice and Aryaum's Miragerobes for her familiars are incredible. These items get stronger for every floor you complete in the grotto (ever) and will quickly become worth using. You can farm great items like Vivid Mana Seeds (this is the best way to reach level 99 too) and Aged Coins here, as well as some of the best brands in the game. Additionally, there are rare weapons you can obtain from chests or bosses.

The Intensity affects what you'll find in your exploration. The aforementioned Aryaum gear like Aryaum's Jewel will stop gaining stats per floor past a certain point, based on what intensity you're at. It probably affects brand drop rates too. Here are the exact numbers:

- **Intensity 1:** Aryaum gear caps at +100, 1/200 chance at a rare weapon from a chest or boss
- **Intensity 2:** Aryaum gear caps at +200, 1/100 chance at a rare weapon from a chest or boss
- **Intensity 3:** Aryaum gear caps at +1000, 1/50 chance at a rare weapon from a chest or boss
- **Intensity 4:** Aryaum gear caps at +50000, 1/30 chance at a rare weapon from a chest or boss (good luck surviving though)

For example, if I had my Aryaum gear at +150 and tried to play on Intensity 1, it would not gain any more stats per floor at that Intensity. In that situation I could play Intensity 2 until it reaches +200, or just play on Intensity 3 for hours and still not get close to +1000 stats (thanks hakika). Nevertheless, if you want to tackle the postgame bosses then the stat points from Aryaum gear will be a huge boon, as well as all the good brands you get.

Also, one other thing of note that may help with the postgame: Any Distortions defeated in NG+ will still give Malice bonus stats (+10 to all base stats except HP, SP and LUK for each kill, total of +60 stats per playthrough). Only Malice gets these bonus stats though.

ARYAUM MIRAGE GROTTO RARE WEAPONS

Malice

- Aromatherapy**
 - MAT +150
 - Happiness for the nose!:** Normal attack heals all party members based on MAT. Seems to heal roughly 2x MAT.
 - Weapon Skill: Grand Restoration TP 100 - Fully heals a single ally's HP.
- Reckless**
 - ATK x3, Max SP x0
 - Don't need to skills as long as you're strong, right?:** You can't use skills because you have 0 Max SP. Time to mash that Attack button.
 - Weapon Skill: None
- Artillery**
 - ATK +100
 - Lock and load!:** Has two weapon skills but doesn't appear to have anything else unique about it.
 - Weapon Skill: Load TP 0 - Become Loaded, enabling use of Blast.
 - Weapon Skill: Blast TP 30 - Power 800: Physical attack to a single enemy. No longer Loaded.
- Lovely Girl**
 - MAT +120, MDF +80
 - Impose your love:** Normal attack becomes magical and drains enemy HP, up to their current HP. If the attack is reflected, Malice won't get KO'ed if it reduces her to 0 HP.
 - Weapon Skill: Heart Bomb TP 80 - Surge, Power 500: Magic attack to a single enemy.
- Samurai Sword**
 - ATK +100, AGI +30, LUK +50
 - LEGEND OF SHIKINOWA:** Normal attacks ignore defense and always crit. Guard command is disabled.
 - Weapon Skill: Parry TP 40 - For this turn, nullify physical attacks and counterattack.
- Lucky One**
 - ATK +100, MAT +100, LUK +50
 - Leave it to luck...:** Cannot control Malice. She will randomly attack or use skills that aren't disabled.
 - Weapon Skill: None

► Super Secret 7th Weapon

Familiars

- Shuriken**
 - ATK +20, Max HP -50%, DEF -50%, MDF -50%
 - Nin-nin...:** Normal attacks hits 8 times. Disabling animations by turning Effects off in Options is recommended.
 - Weapon Skill: None
- Boomeranged**
 - ATK +80, AGI +20
 - Toss 'n find out!:** Normal attacks target all enemies and hit twice.
 - Weapon Skill: None
- Fish**
 - ATK +20, Max HP +200, DEF +20, MDF +20, AGI +20
 - Who let it loose?:** Normal attacks do roughly 2x current HP as damage. After each normal attack, the fish non-fatally bites the familiar for 20% of their current HP. At the end of each turn, non-fatally drains 10% of your max HP.
 - Weapon Skill: None

SEQUEL kludge



Where is the guardian near the Forest of Eternal Night: Entrance transfer sword?

Proceed through the forest maze as normal by following the white glowing flowers. When you reach the very last room of the maze, go through the northern exit of the room instead of the western exit. The northern exit will have a glowing pink flower nearby.

Grinding EXP

- Chickeners are located in the cave near the Windstilla: Southeast transfer sword in Southern Alzhett. This location is postgame only, and you must collect the 7 Grasslands' Info that are scattered throughout Windstilla's northern and western sections before being able to access the southeastern portion of it. After collecting the 7 infos, go talk to Karin at the start of Windstilla to gain access to the southeastern part of it.
- **Kuu is the single best character for killing chickeners.** The skill Ether Claw will be your main tool for killing them, as it works on chickeners despite being a magical attack. His two passives Melee Techniques and Magic Specialization are essential for killing chickeners quickly and efficiently. Make sure you equip as much AGI-boosting gear as you can on him as well, such as the armor Android's Exterior and the accessory Leeching Amulet. The accessory Chromea's Heart is especially useful for this strategy as well, as it massively increases AGI.
- Dita is very useful for killing chickeners because of her bind skill Lock Chains. It prevents the chickeners from dodging attacks, but you will only be able to bind the chickeners if they do not run away first.
- Faria is very useful for killing chickeners because of her skill Culling Eye, which will prevent Rare Chickeners from hurting you on turn 1. Faria's non-elemental magic skills such as Clear Ripple and Spellcane Doublestrike also work against chickeners, much like Kuu's non-elemental magic skills.
- Yolnaya is good at killing chickeners after Dita's bind lands because of the skill Metal Slice, which ignores DEF. Additionally, Metal Throw can be used on turn 1 to assist with Kuu's damage output. The accessory Plamia's Heart is useful on her.
- **There is no way to guarantee chickenner kills in this game, unlike in previous games.** Regardless of this, they still drop Vivid Mana Seeds, which will let you level up quickly. I suggest aiming for killing only High Chickeners and Rare Chickeners, but you can kill regular Chickeners if you want to.

Version 1.10 Content

Complete event 33 in the postgame. Afterwards, there will be someone special in Sattva.

Raising the Level Cap

Complete event 35 in the postgame. After completing this, the level cap will be raised from 99 to 150. You do not gain LP for levels gained past 99. **There are no reincarnations in this game.**

Where is event 44?

Complete event 33 in the postgame. Afterwards, you need to complete Vyner's first four scenes. Check the Hidden Room in Sattva to start her socialization.

L.Depth



Quick Walkthrough

See https://gitgud.io/SEQUELGOD/sequel-bin/-/blob/master/L.Depth_Walkthrough.md

Concise guide for important items for Ending A:

- Small Doll: Found on the first floor of the mansion, in the very center of the area in a pot on the table.
- Lost Shoe: After obtaining the Fishing Lure, fish at the pier to the left of the Annex until you get it.
- Family Photo: Found on the first floor of the mansion, to the far west on a table. It's blue.
- Picture Book: Found on the first floor of the mansion, at the far northeast in the bookcase right next to the door that is opened with the Crooked Key.

Endings

Like ASYLUM, there are multiple endings to this game. Ending A can (and should) be completed before doing the other two, since it's the good ending of the game. **If you do Ending B or C, you won't be able to pick another ending, so be careful.**

- ▶ Ending A
- ▶ Ending B
- ▶ Ending C

MISC.



- **"Why are these games so damn good?":** It's because the SEQUEL games aren't the first games that hakika has made. He has 7 (!) older games that have been scrubbed from the internet by him, such as Ghost Path, Ruinswald, and Liberty Step. Ruinswald in particular stars Ranie, who is better known by her title Immortal Goddess Rafata in the SEQUEL series (aka the Being of Myth, the final superboss in SEQUEL blight). These games are all untranslated at this point in time; if you want more information, read here: <https://subpartranslations.wordpress.com/older-games/>
 - A kind anon uploaded a bundle with all 7 of these older games. Keep in mind that they're all untranslated. <https://mega.nz/file/0oNDSaxC#1eUQkz8lcFsy238bpR7KqrWpHmlxRvyQ0Ax3wgeAqAM>
 - These games have their own bin now. <https://gitgud.io/SEQUELGOD/sequel-bin/-/blob/master/Old%20Games%20Bin%3A%20Atline%2C%20Liberty%20Step%2C%20etc.md>
- An anon made a breakdown of the story/lore for each of Ordowald's regions. Spoilers for all SEQUEL games ahead. https://gitgud.io/SEQUELGOD/sequel-bin/-/blob/master/SPOILERS_Ordowald_Lore.txt Old link was <https://pastebin.com/662vhtxd>
 - There is much MUCH more lore than just this though, trust me.